

OLYMPIA® OL5815

OWNER'S MANUAL

OLYMPIA 

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IMPORTANT SAFETY INSTRUCTIONS

BEFORE USING YOUR TELEPHONE EQUIPMENT, BASIC SAFETY PRECAUTIONS SHOULD ALWAYS BE FOLLOWED TO REDUCE THE RISK OF FIRE, ELECTRIC SHOCK AND INJURY TO PERSONS, INCLUDING THE FOLLOWING

1. Read and understand all instructions.
2. Follow all warnings and instructions marked on the product.
3. Unplug this product from the wall outlet before cleaning. Do not use liquid cleaners or aerosol cleaners. Use a damp cloth for cleaning.
4. Do not use this product near water, for example, near a bath tub, wash bowl, kitchen sink, laundry tub, in a wet basement, or near a swimming pool.
5. Do not place this product on an unstable cart, stand or table. The product may fall, causing serious damage to the product.
6. Slots and openings in the cabinet and the back or bottom are provided for ventilation. To protect it from overheating, these openings must not be blocked or covered. The openings should never be blocked by placing the product on the bed, sofa, rug, or other similar surface. This product should never be placed near or over a radiator or heat register. This product should not be placed in a built-in installation unless proper ventilation is provided.
7. This product should be operated only from the type of power source indicated on the marking label. If you are not sure of the type of power supply to your home, consult your dealer or local power company.
8. Do not allow anything to rest on the power cord. Do not locate this product where the cord will be damaged by persons walking on it.
9. Do not overload wall outlet extension cords, as this can result in the risk of fire or electric shock.
10. Never push objects of any kind into this product through cabinet slots as they may touch dangerous voltage points or short out parts that could result in a risk of fire or electric shock. Never spill liquid of any kind on this product.
11. To reduce the risk of electric shock, do not disassemble this product. Instead, when some repair work is required, take the unit to a qualified technician. Opening or removing covers may expose you to dangerous voltages or other risks. Incorrect reassembly can cause electric shock when the appliance is subsequently used.
12. Unplug this product from the wall outlet and refer servicing to qualified service personnel under the following conditions:
 - a) When the power supply cord or plug is damaged or frayed.
 - b) If liquid has been spilled into the product.
 - c) If the product has been exposed to rain or water.
 - d) If the product does not operate normally by following the operating instructions. Adjust only those controls that are covered by the operating instructions because improper adjustment of other controls may result in damage and will often require extensive work by a qualified technician to restore the product to normal operation.
 - e) If the product has been dropped or cabinet has been damaged.
 - f) If the product exhibits a distinct change in performance.
13. Avoid using a telephone (other than a cordless type) during an electrical storm. There may be a remote risk of electrical shock from lightning.
14. Do not use the telephone to report a gas leak in the vicinity of the leak.

SAFETY INSTRUCTIONS FOR BATTERY PACK

CAUTION:

Danger of explosion if battery is incorrectly replaced. Use only an Olympia Phone approved battery pack in the handset of your OL5815 Cordless Telephone. To reduce the risk of fire or injury, always do the following when replacing, discarding, or charging the battery. When handling the batteries, be careful not to short the battery with conducting materials such as rings, bracelets, and keys. The Battery or conducting material may overheat and cause burns. Use only the following type and size of battery pack:

FOR HANDSET UNIT:

GP60AAAH3BMXZ 3.6V 600mAh GPI INTERNATIONAL LIMITED



**CONTAINS NICKEL-METAL HYDRIDE BATTERY. BATTERY MUST BE
RECYCLED OR DISPOSED OF PROPERLY**

1. Do not dispose of the battery in a fire. The cell may explode. Check with local codes for possible special disposal instructions.
2. Do not open or mutilate the battery. Released electrolyte is corrosive and may cause damage to the eyes or skin. It may be toxic if swallowed.
3. Exercise care in handling batteries in order not to short the battery with conducting materials such as rings, bracelets and keys. The battery or conductor may overheat and cause burns.
4. Charge the batteries provided with or identified for use with this product only in accordance with the instructions and limitations specified in this manual.
5. Observe proper polarity orientation between the battery(ies) and battery charger.
6. Do not mix old and new batteries in this product.
7. Do not mix batteries of different sizes or from different manufacturers in this product.

SAVE THESE INSTRUCTIONS

Part 1 Cordless Phone Operation

1 Cordless Phone Features

1. 5.8GHz/900MHz, 40 channel auto scanning operation
2. Manual channel selection
3. 65536 random security codes
4. Last number redial (32 digits max.)
5. Page in base unit to locate the handset (short and long page)
6. Temporary touch tone (pulse to tone dialing)
7. Tone / Pulse dialing mode selection in handset
8. Ringer ON / OFF selection in handset
9. 10 number speed dial memory in handset (up to 16 digits per phone no.)
10. Flash key for call waiting and call transfer - **600ms.**
11. 3-level Volume control
12. Pause key (pause time is 4 seconds)
13. Low battery warning tone
14. Backlit LCD Display
15. Auto Answer when Handset is removed from cradle
16. Any key answer
17. Redial & CID transfer to memory (up to 16 digits long)
18. Dual Handset operation

2 Caller ID Features

1. Caller ID and Call Waiting ID compatible
2. CID memory stores up to 64 names and numbers
3. 3-line Handset display
4. Total call counter
5. New call LED indicator on handset
6. Repeat call indication (LCD icon)
7. 3-language options (English, Spanish & French)
8. Scroll review of CID records
9. Selective erase / 'Erase All' functions
10. Real time clock (date & time)
11. Private/ out-of-area indication
12. LCD display contrast control (**6 levels - default at 3**)
13. 'Smart Dialing' from Caller ID
14. 'Battery Low' indication on the Handset display

3 Set Up

Connect the power supply to an electrical outlet and base unit.

Plug the handset charger into an electrical outlet.

Remove the handset battery cover and connect the battery back. Replace cover.

Charge both handsets for at least 10 hours before using your phone.

Connect the modular phone cord to a live phone jack and the base unit.

After charging, place the second handset into the base cradle to register. Registration should take no longer than one minute.

4 Olympia OL5815 – Quick Programming Guide

Initial Setup (or any time the phone is powered up) **Program each handset separately!!!**

SET LANGUAGE will appear on the display.

Press #. **ENGLISH** or **SPANISH** or **FRENCH** is displayed. Press **▲/*** or **▼/#** to set the desired language, then press **MEM**.

AREA CODE ? is now displayed. If you live in a 7-digit local dialing area, enter your Area Code. If you live in a 10-digit area for local dialing, enter **000** for the Area Code, then press **MEM**.

SET T/P? T (Set Tone/Pulse) is now displayed. Press **▲/*** or **▼/#** to change the dialing mode, then press **MEM**.

RINGER ON (or **OFF**) is now displayed. Press **▲/*** or **▼/#** to change the ringer mode, and then press **MEM**.

HS NO. = [1] is displayed. Press **1 – 4**, or **▲/*** or **▼/#** to select handset number, and then press **MEM**.

*****NOTE: Each handset needs a unique number. We recommend using 1 and 2*****

DATE/TIME is displayed. Press digits, or **▲/*** or **▼/#** to adjust date and time, then press **MEM**.

CONTRAST ▲▼ is displayed. Press **▲/*** or **▼/#** to adjust the display contrast, and then press **MEM**.

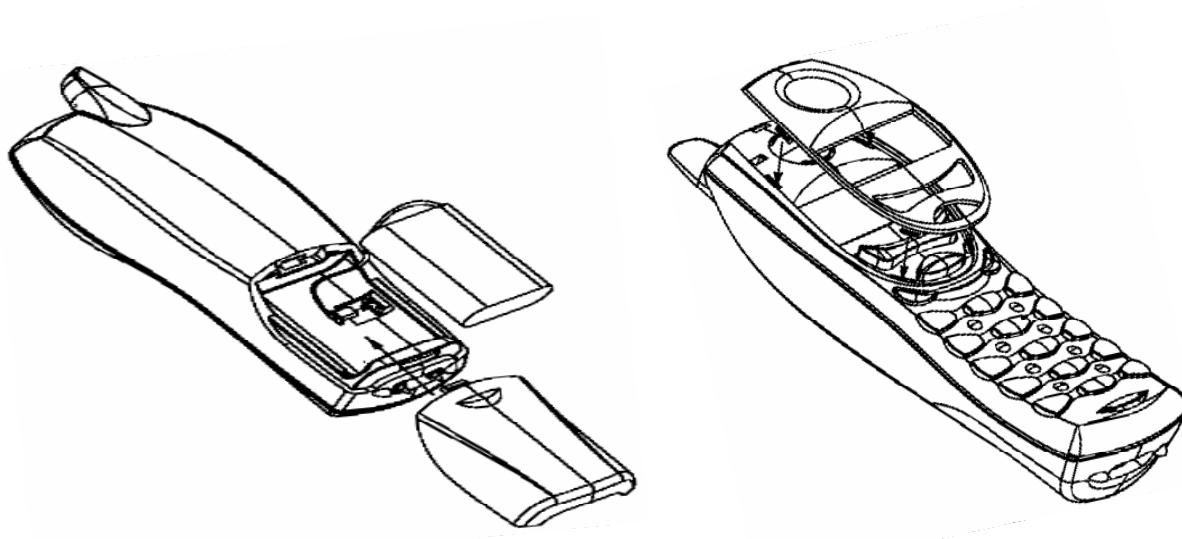
PROGRAMMING IS COMPLETE!!

Returning to program mode after you have initially programmed your OL5815

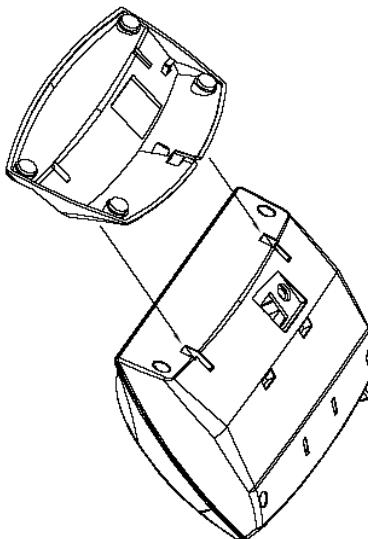
With the Handset in the idle (Off) mode, press and hold **MEM**. **SET LANGUAGE** will appear on the display. Follow the steps listed above, or press **MEM**, repeatedly to find the feature you wish to program. Once you program the desired feature, press **MEM** repeatedly to exit programming (CONTRAST is the final programming option prior to exiting programming mode).

5 Installation and Charging of the Battery Pack

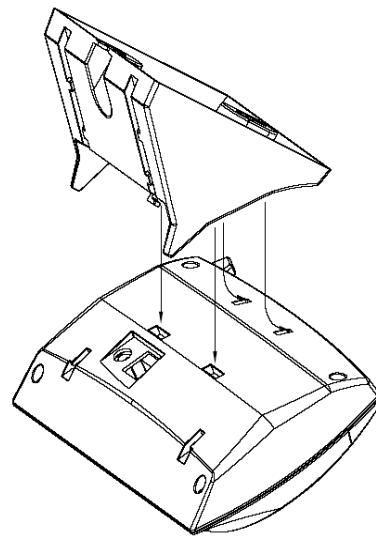
1. Open the battery compartment by sliding the cover down.
2. Plug the Battery Pack connector into the Handset battery socket. Place the battery pack and wires in the compartment.
3. Close the battery compartment.
4. You may change the face panel with one of the color options provided.



5. Choose the appropriate mounting bracket. One bracket is for desk or countertop installations (it has the 4 round 'feet'). The other bracket is for wall mounting (it has slots for the studs on a telephone wall plate). **You must use one of these brackets.** Thread the telephone cord and DC power cord through the opening in the chosen bracket, then plug the two cords into the corresponding jacks on the bottom of the Base.
6. Snap the bracket into place on the back of the Base. If you are using the desktop bracket, run the two cords through the channel at the back of the bracket. If you are wall mounting the Base, carefully line up the slots on the wall mount bracket with the studs on the telephone wall plate, and carefully mount the telephone on the wall.

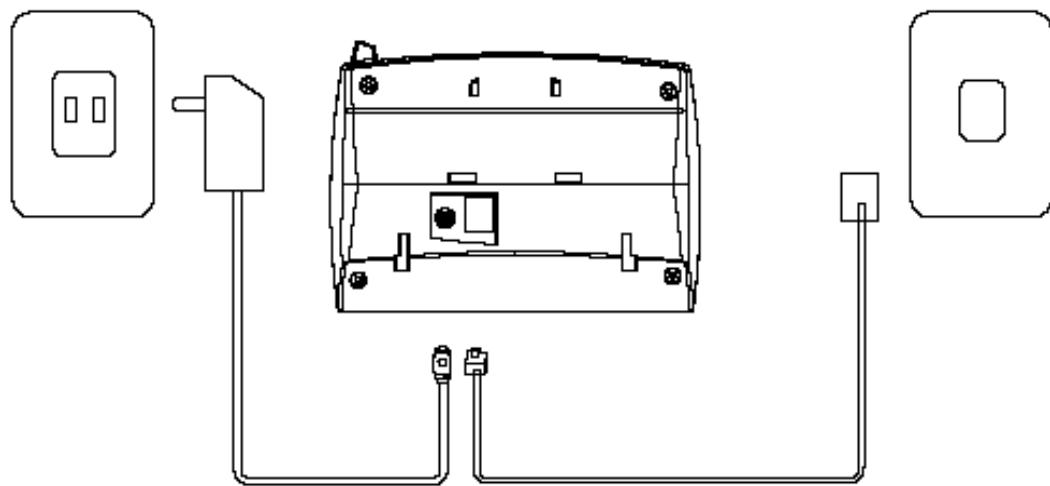


Desk mount bracket



Wall mount bracket

7. Connect the telephone line cord to the telephone jack, and the power supply to a live power outlet. Make sure you are not using an outlet controlled by a switch. The outlet should be installed near the equipment and easily accessible.

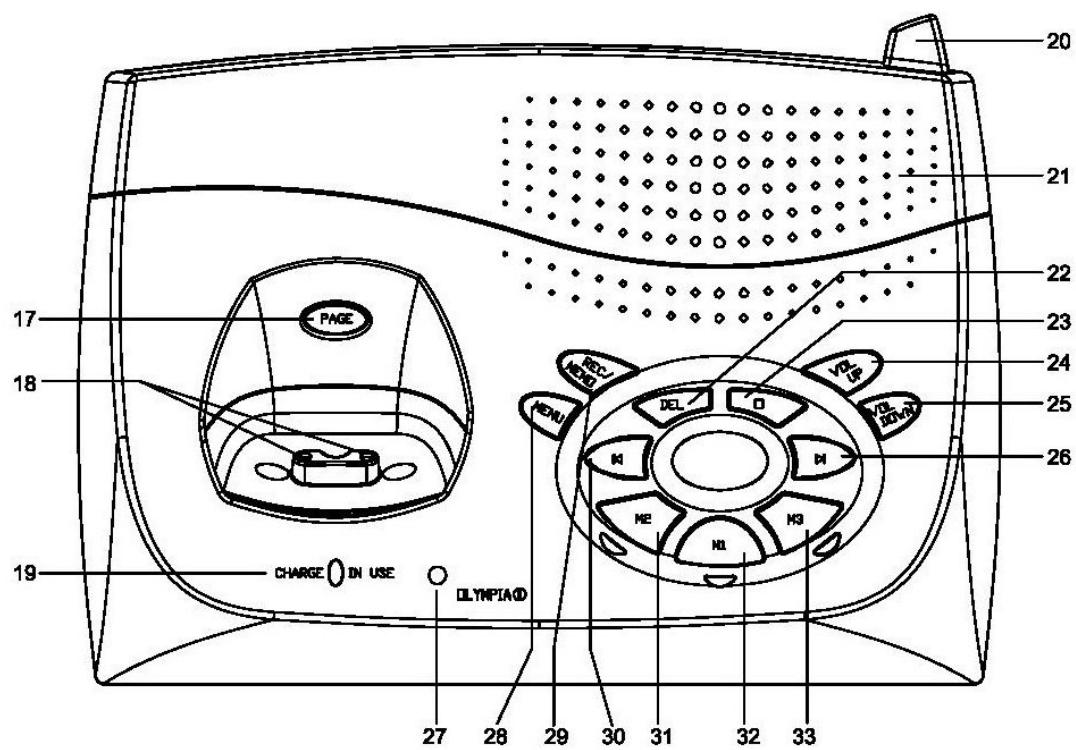
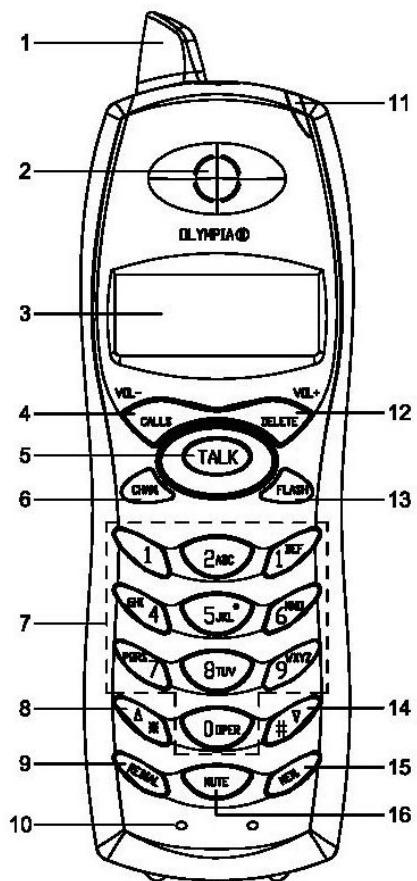


8. Place the Handset in the Base. The Handset and Base communicate with each other automatically. This process may take a minute.
9. Leave the Handset in the Base for 10 hours so that the battery pack is fully charged.
10. The CHARGE indicator on the Base glows when the Handset is charging.

Maximum talk time on a full charge is 4 hours. Maximum standby time on a full charge is 5 days. Your results may be somewhat less than these maximums.

Charge the second Handset in its cradle, following steps **9** and **10** above.

6 Layout of Keys and Indicators



Key Functions (refer to illustration page 10)

- 1. Antenna**
- 2. Earpiece**
- 3. LCD Display**
- 4. Vol. DOWN / CID Dialing**
- 5. Talk / End**
- 6. Channel / Clear**
- 7. Dialing Keys**
- 8. Scroll UP**
- 9. Redial / Pause**
- 10. Microphone**
- 11. NEW CALLS Indicator**
- 12. Vol. UP / Delete**
- 13. Flash**
- 14. Scroll DOWN**
- 15. Memory / Programming**
- 16. Mic. Mute**

- 17. Page**
- 18. Charge contacts**
- 19. Charge / In Use**
- 20. Antenna**
- 21. Speaker**
- 22. Delete**
- 23. Stop**
- 24. Volume UP**
- 25. Volume DOWN**
- 26. Skip**
- 27. Microphone**
- 28. Menu**
- 29. Record / Memo**
- 30. Repeat**
- 31. Mailbox 2**
- 32. Mailbox 1**
- 33. Mailbox 3**

7 Power Up

1. After the battery pack is installed in the Handset and the Base Unit is powered up, the Handset should be placed in the cradle of the Base Unit for charging and setting a new security code (registration).
2. Once the second Handset has been charged, remove the first Handset from the Base cradle, and then place the second Handset in the Base to allow registration to take place. This should take less than one minute.
3. The completion of a successful security code transfer operation will be indicated by a flash of the '**In Use**' LED on the Base Unit and a beep generated by Handset.
4. In the event you do not receive the visual and audible indicators, check to ensure the Base is powered and the battery pack is connected. Return the Handset to the Base cradle.
5. In Standby mode, the handset number will be displayed.



8 Answering Calls on Either Handset

1. The incoming call is signaled by a ringing sound from the Handset and by the blinking of the Base Unit's '**In Use/Charge**' LED. The Handset's '**New Call**' LED also blinks during ringing.
2. When the Handset is in the cradle, simply pick it up to talk. It will automatically answer the call. The '**TALK**' button will be disabled for 5 seconds. This is the **Auto Answer** feature.
3. When the Handset is away from the Base Unit, press the '**TALK**' button on the Handset. You can also press any number key **0-9**, * or # to answer the call. This is the **Any Key Answer** feature. The '**In Use / Charge**' LED turns on after the connection is successful.
4. If the communication link cannot be established within **8 seconds**, three error beeps will be heard from the Handset to indicate communication has failed.

9 Make a Call from Either Handset

1. Each new call must begin by pressing the '**TALK**' button on the Handset. It will scan for a clear channel of communication. At the same time, '**TALK**' will be shown on LCD display.
2. If the communication link is not established within **8 seconds**, there error beeps will be heard from the Handset to indicate communication has failed.
3. You can dial the phone number first, then press **TALK** (this is called **pre-dial**); or press **TALK** first, then dial.

10 Terminate a Call

1. To terminate a call, press the '**TALK**' button; **-OR-**
2. Place the Handset in the cradle; the call is then terminated.

11 Short Paging (To Locate the Handsets)

1. Press the '**PAGE**' key on the base unit. '**PAGING**' will be shown on the LCD display and the Handset will emit 3 short beeps, followed by a 1-second pause, then 3 short beeps.

12 Long Paging

1. Press and hold down the '**PAGE**' key on the Base Unit. '**PAGING**' will be shown on the LCD display and your Handset will beep. If you hold the button for 5 seconds, the page will be extended to 60 seconds.
2. Press any key on the Handset to stop paging.

PROGRAMMING

Note: program each Handset separately.

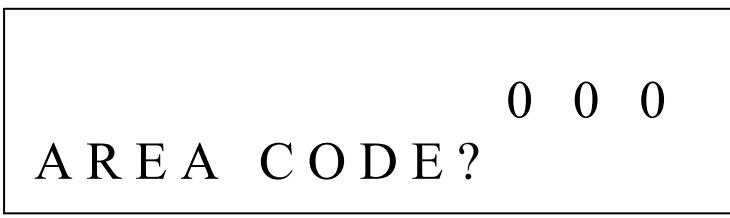
13 Selecting System Language



SET LANGUAGE

1. There are 2 ways to access 'SET LANGUAGE' mode:
 - 1) 'SET LANGUAGE' will appear on the LCD when your phone is charged for the first time or powered up after it has been without power for an extended period; **-OR-**
 - 2) During idle (on hook) mode, press and hold 'MEM.' until 'SET LANGUAGE' appears.
2. Setup mode begins with language selection. Your phone offers 3 languages - English, French, and Spanish. Press '**▼/#**' or '**▲/***' to choose the desired language and then press the 'MEM.' key to confirm. After confirmation, '**Area Code ?**' will be displayed.

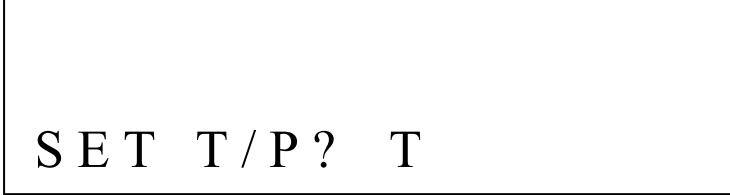
14 Setting Local Area Code



0 0 0
AREA CODE ?

1. If you dial **7 digits** to make a local call, you need enter your 3-digit area code. The digits will shift to the left one by one as you enter them. If you dial **10 digits** to make a local call, enter '**000**' (if it is not already programmed for '**000**').
2. Press 'MEM.' key to confirm. After confirmation, '**SET T/P ?**' is displayed.

15 Setting Tone/Pulse (Preset to Tone)



SET T / P ? T

1. The current setting (**T** or **P**) is displayed.
2. Press '**▼/#**' or '**▲/***' to select the desired setting, and the display will update the current setting: '**SET T/P? T**' → '**SET T/P? P**' → '**SET T/P? T**'
3. Press 'MEM.' to confirm. After confirmation, you will enter '**RINGER**' setting.

16 Setting RINGER ON/OFF

RINGER ON

1. The current RINGER ON/OFF setting is displayed.
2. Press ‘▼/#’ or ‘▲/*’ to select the desired setting, and the display will update to the current setting: ‘RINGER ON’→‘RINGER OFF’→‘RINGER ON’.....
3. Press ‘MEM.’ key to confirm. After confirmation, you will enter **HANDSET NUMBER** setting.
If you don’t want to reset the time and date, press ‘MEM’ again to exit programming mode and return the Handset to idle mode.

17 Setting Handset Number

HS NO . = [1]

1. Press **1 - 4**, or ‘▼/#’ or ‘▲/*’ to select a handset number. Each handset requires a unique number. We recommend using ‘**1**’ and ‘**2**’.
2. Press ‘MEM.’ key to confirm. After confirmation, you will enter **DATE / TIME** setting.

18 Setting Date & Time

- 10:00 PM 1 0/3 0

DATE / TIME

1. Press the appropriate digits to enter first the **time** and then the **date**.
2. To change the AM/PM setting, press any digit (0-9).
3. Press ‘▼/#’ or ‘▲/*’ to skip forward or backward.
4. Press ‘MEM’ key to confirm. After confirmation, you will enter **CONTRAST** setting.

19 Setting Display Contrast



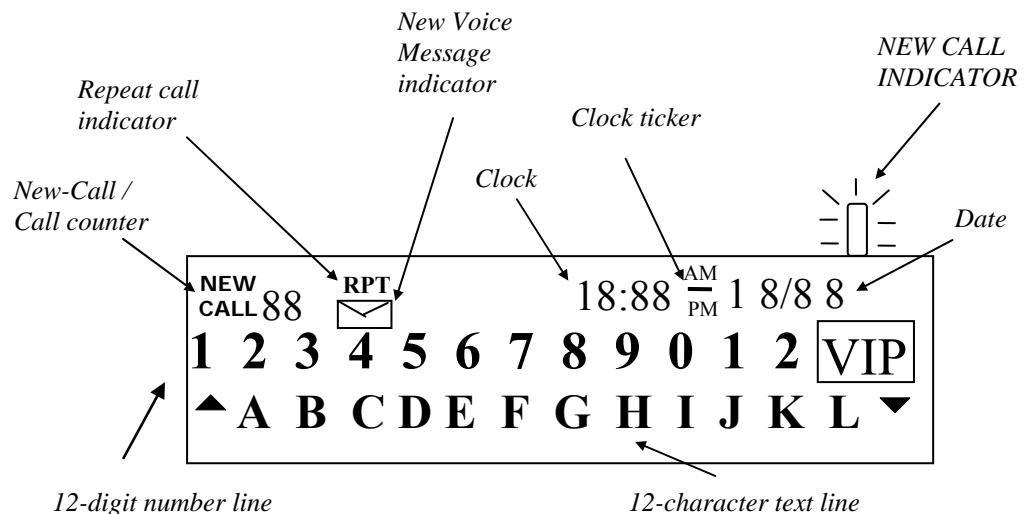
1. Press '▼/#' or '▲/*' to set the desired contrast.
2. Press 'MEM.' key to confirm. After confirmation, the display returns to standby.

- *During programming, Press 'CHAN' to return to idle mode. Or, if no key is pressed for 20 seconds, you will be returned to idle mode.*

Display contrast can also be set by pressing 'FLASH' during standby (idle) mode. Then follow steps 1 and 2 listed above.

20 Caller ID Operation

Display:



The Handset Display	What is its purpose?
12-character text line	For display of callers' name, system prompts (CID and phone), call timer, dial number.
12-digit number line	1. Display caller's number (CID), or 2. Display dialed digits (phone).
New-call / Call counter	Shows the amount of calls / new calls in standby mode Example: # of old calls: CALL 18 # of new calls: NEW CALL 9
Repeat Call icon	Lights on to indicate that the displayed call arrived more than once.
Clock	1. Shows the real time clock (AM/PM format), or, 2. The time stamp of a CID record.
Clock ticker	Blinks when real time clock is being displayed.
Date	1. Shows the date (month/date format), or, 2. The date stamp of a CID record.

CID related button	Description
DEL	1) Erase a single CID record in CID browser. 2) Erase all CID records in standby mode.
‘▼/#’ and ‘▲/*’	Scroll up and down through your CID records.
CHAN	When on hook, returns screen to idle mode.
CALLS	Redial CID number in CID browser.

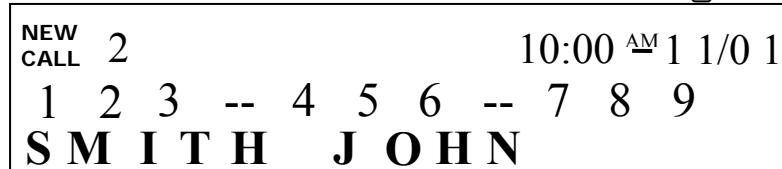
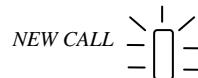
NEWCALL indicator – Located at the top right corner of the Handset, a blinking red light will alert you to new/unread Caller ID records stored in memory.

Note1: All display illustrations in the document will be in English. However, the actual appearances of the screens will vary according to the language selection during start-up (English, Spanish or French).

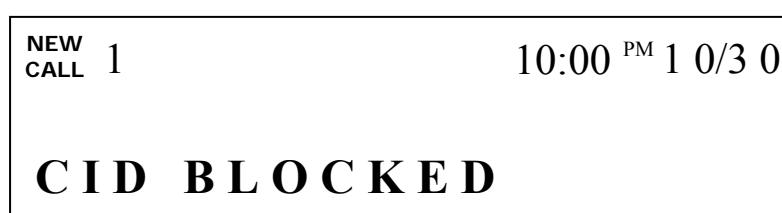
Note2: If the unit receives more than 64 calls, the oldest CID information will be erased (except VIP calls).

1. RECEIVING CALLS

i. When Caller ID is activated, the Telephone Company sends the caller's telephone number (and name, if available) and the call's date and time between the first and second rings. The device receives and displays this information for each call and updates the display with the current date and time. The NEW CALL indicator will flash. Once you review all new CID records, the NEW CALL indicator turns off.



ii. The display also indicates if caller information is not available or intentionally blocked by the sender;

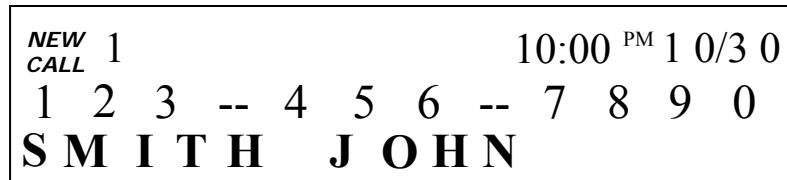


iii. After 20 seconds, the display returns to standby mode, showing ‘NEW CALL XX where XX is the number of new calls. NEW CALL LED blinks until you review all new CID / Call Waiting ID records.

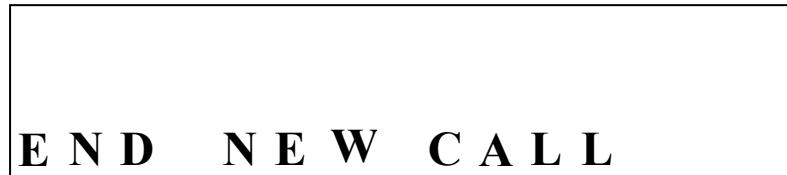
Note: If the received CID number is 10 digits long, and the first three digits match with the area code that you have programmed, the LCD shows the last 7 digits only (area code will be omitted). See [Setting local area code](#).

2. REVIEWING NEW CALLS

i. In standby mode, with the 'NEW CALL' indicator flashing, pressing ' $\Delta/*$ ' or ' $\nabla/#$ ', the LCD displays the latest new call information.



ii. Repeatedly press ‘▲/*’ or ‘▼/#’ to review all new call information in the order of receipt until the LCD displays ‘END NEW CALL’ and the ‘NEW CALL’ indicator stops blinking.



iii. If the received call information is the same as any of the existing new calls, the ‘RPT’ icon will be on to indicate REPEAT CALL. The most recently arrived CID will be saved attached with a new date / time stamp. The older record will be deleted. After you review this call, the ‘RPT’ icon will turn off.

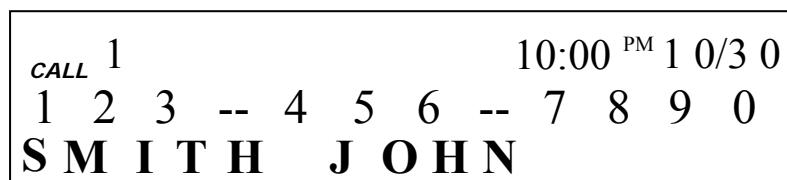
iv. If you do not review other calls for 20 seconds, the time and date will be displayed, and the call counter will show the total number of new calls including those already reviewed.



- * You can press ‘CHAN.’ to return to standby (idle) mode.
- * No activity for 20 seconds will return the display to standby mode.

3. REVIEWING OLD CALLS

i. In standby mode, press ‘▲/*’ or ‘▼/#’ to review old call information from the oldest to the newest (‘*’ button) or from the newest to oldest (‘#’ button).



ii. When the end of the list is reached, ‘END’ is displayed.



- iii. If there are no records in memory, ‘NO CALLS’ is displayed.

-- NO CALLS --

- * Press ‘CHAN.’ to return to standby (idle) mode.
- * No activity for 20 seconds will return the display to standby mode.

4. DELETE INDIVIDUAL CALL

- i. When you review Caller ID information, you can delete it from memory. Press ‘▼/#’ or ‘▲/*’ until you see the call record you want to delete.

<i>CALL</i>	1		10:00	^{PM}	1	0/3	0				
1	2	3	--	4	5	6	--	7	8	9	0
S M I T H J O H N											

- ii. Press ‘DELETE’; the LCD displays ‘ERASE ?’.
- iii. Press ‘DELETE’ again to confirm deletion.
- iv. If the deleted message was the last record in memory, the display will go back to standby mode. If there are other records in memory, the next CID record received after the deleted record will be displayed.
- v. **VIP** call records can’t be deleted. See **Set VIP Calls** for details.

- * Press any key to cancel the deletion.
- * No activity for 20 seconds will return the handset display to standby (idle) mode.

5. DELETE ALL CALLS

- i. If the new call information has been reviewed, you can erase all call records. If there are any new calls in call list, ‘ERASE ALL’ will not work.

<i>CALL</i>	10		11:00	^{AM}	1	1/0	3
E R A S E A L L ?							

- ii. In the standby (idle) mode, press and hold ‘DELETE’ until the LCD displays ‘ERASE ALL?’.
- iii. Press ‘DELETE’ again to confirm deletion, and return to standby mode.

- * Press ‘CHAN.’ to return to standby (idle) mode.
- * No activity for 20 seconds will return the display to standby mode.

6. SET VIP CALLS (assigning VIP designations to CID records)

The user can create VIP call records. When a VIP call is received, 4 beeps will be heard between rings, and the **VIP** icon will be displayed.

- i. Press ‘▼/#’ or ‘▲/*’ to select the call which you want to designate ‘VIP’.
- ii. Press and hold ‘CALLS’ for 2 seconds; the VIP icon turns on.
- iii. To remove the VIP designation, press and hold ‘CALLS’ for 2 seconds.

* *Press ‘CHAN.’ to return to standby (idle) mode.*

* *No activity for 20 seconds will return your handset to standby mode.*

7. ‘Smart’ Dialing from Caller ID

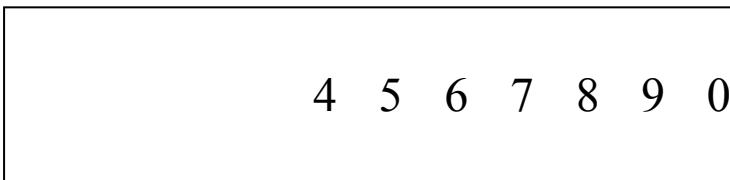
You can dial a phone number stored in Caller ID memory.

- i. In idle mode, press ‘#’ or ‘*’ to select the CID record you want to dial.
- ii. If the display phone number is in the correct format, press ‘TALK’ to dial.
 1. If the display shows **10 digits** in the second line, such as ‘123-456-7890’.
 - 1) Press ‘CALLS’; it will change to 11 digits: ‘1123-4567890’.
 - 2) Press ‘CALLS’ again; it will change to 7 digits: ‘456-7890’.
 - 3) Press ‘CALLS’ again; it will change to 8 digits: ‘1-456-7890’.
 - 4) Press ‘CALLS’ again; it will change to 10 digits: ‘123-456-7890’.
 - 5) Press ‘CALLS’ again to repeat the cycle above.
 2. If the display shows **7 digits** in the second line such as ‘456-7890’, & the area code is set as ‘123’:
 - 1) Press ‘CALLS’; it will change to 8 digits: ‘1-456-7890’.
 - 2) Press ‘CALLS’ again; it will change to 10 digits: ‘123-456-7890’.
 - 3) Press ‘CALLS’ again; it will change to 11 digits: ‘1123-4567890’.
 - 4) Press ‘CALLS’ again; it will change to 7 digits: ‘456-7890’.
 - 5) Press ‘CALLS’ again to repeat the cycle above.
- iii. With the correct number displayed, press ‘TALK’. The display will show ‘TALK’.



TALK

- iv. After a 2-second delay, the unit will enter TALK mode automatically. The dialed digits appear from right to left on the display.



4 5 6 7 8 9 0

* *While in CID review mode, you can press ‘CHAN’ to return to standby (idle) mode.*

* *No activity for 20 seconds will return the display to standby mode.*

8. Save CID to Speed Dial memory

- i. In idle mode, press ‘▼/#’ or ‘▲/*’ to select the Caller ID number that you want to save.
- ii. Press ‘CALLS’ to select the number format that you want to save.
- iii. Press ‘MEM.’ The screen will display ‘LOCATION ? X’, where X is a digit (0-9).
Note: only the phone number can be saved to speed dial memory.



- iv. ‘X’ is the lowest empty memory slot. Press ‘MEM.’ to confirm. If you prefer a different memory location, press the desired location number (0-9). The display will now show ‘MEM X STORED’. **WARNING: Make sure you’re not unintentionally replacing a number already stored in that location!**



- * Press ‘CHAN.’ to return to standby (idle) mode.
- * No activity for 20 seconds will return the display to standby mode.

21 Visual Message Notification

In conjunction with voicemail service through your local telephone service provider (subscription required), your Handset can alert you to new voicemail messages by providing an envelope icon on the display. **NOTE:** most, but not all service providers can provide this notification service. **This feature is independent of the answering system built into the Base!**

After receiving a ‘new message’ signal from your service provider, the envelope icon will appear, alerting you that you have new message(s).



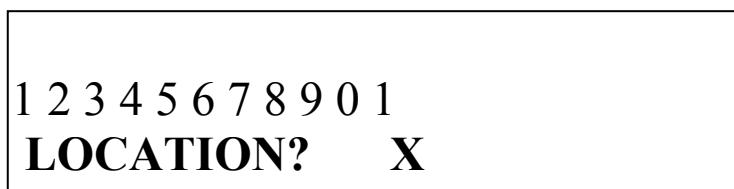
After reviewing all new messages, the icon will disappear.



22 Speed Dial Memory (0...9)

1. Memory Programming **NOTE: Each handset has its own speed dial memory**

- i. With the Handset in the idle (on hook) mode, enter the desired phone number. (**NOTE:** to insert a 4-second **Pause** in the dialing sequence, press **REDIAL**.)



- ii. Press '**MEM**'. You will see 'LOCATION? X'. 'X' is the lowest empty memory location.
- iii. Press '**MEM**' to confirm, or press a different location (0-9), if desired. Programming is completed!
CAUTION: Make sure you're not replacing an important phone number already in that location!

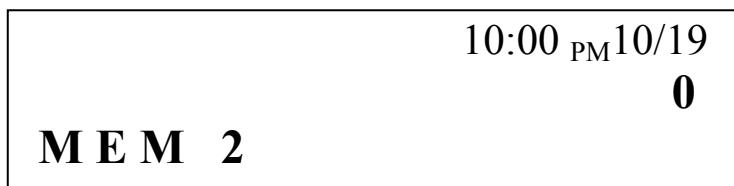
2. Memory editor

- i. Enter memory search mode by pressing '**MEM.**'. Press '**▼/#**' or '**▲/***' to select the memory location you want to edit.



- ii. You can add additional digits to the existing number. As you enter numbers, the display will shift entered digits from right to left, to a maximum of 16 digits. If you try to enter more than 16 digits, an error tone will be generated.

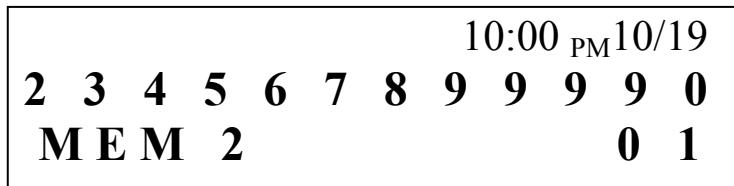
For example, enter the digit 0:



Enter the digit 9



Enter the digits 01234567899990



- iii. If you make a mistake, press ‘**DELETE**’ to delete the last digit entered. The display will shift entered digits from left to right-hand side.
- iv. Press ‘**FLASH**’ to clear all entered digits (including any pre-existing digits).
- v. Press ‘**MEM.**’ to save the entered number. The display will show ‘LOCATION? X’, where X is a digit (0-9)



- vi. Press ‘**MEM.**’ to confirm saving number to the displayed location; OR press a digit (0-9) to save the number to another memory location. The display will show ‘MEM X STORED’ for 6 seconds.

3. Delete individual speed dial location

- i. Enter memory search by pressing ‘**MEM.**’. Press ‘▼/#’ or ‘▲/*’ to select the entry you want to delete.
- ii. Press ‘**DELETE**’ to delete the entry. The display will show ‘ERASE ?’.



- iii. Press ‘**DELETE**’ to confirm deletion, or press any key to cancel.

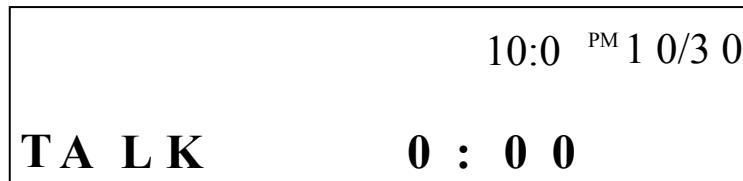
4. Speed Dialing with Handset OFF

- i. Enter memory search by pressing ‘**MEM.**’. Press ‘▼/#’ or ‘▲/*’ to select the number you want to dial.
- ii. Press ‘**TALK**’. The unit will enter TALK mode automatically. The number will scroll across the screen from right to left as it is dialed.

* *To exit memory search mode without dialing, press ‘**CHAN.**’ to return the display to standby (idle) mode.
* No activity for 20 seconds will return the handset display to standby mode.*

5. Speed Dialing with Handset ON

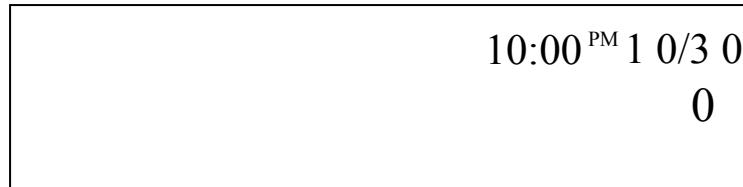
- i. Press ‘TALK’ to turn the phone On. The display will show ‘TALK 0:00’.



- ii. First, press ‘MEM.’. Second, press the desired memory location. The phone number will scroll across the screen from right to left as it is dialed. If memory is empty, an error tone will be generated. You’ll need to repeat this step in order to speed dial.

23 Pre-dialing (Handset OFF)

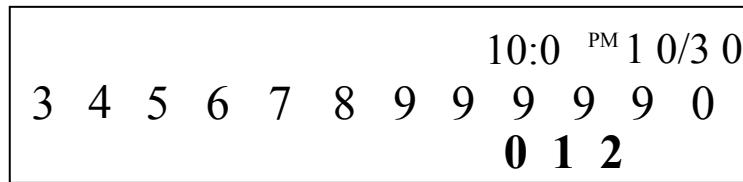
1. You can enter a phone number while in the standby mode. The maximum number of digits is 24. For example, enter number 0:



Enter number 1:



Enter number 012345678999990

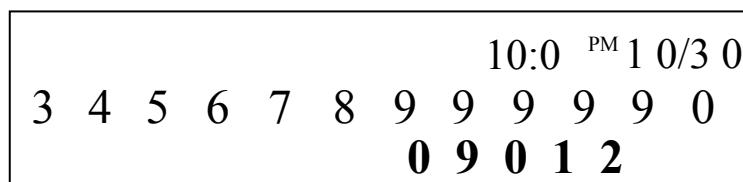


2. Press ‘DELETE’ to delete last entered digit. If all digits are deleted, the Handset will return to standby.
3. Press ‘FLASH’ to clear all entered digits and return to standby mode.

4. Press ‘**TALK**’. The unit will enter TALK mode automatically. The phone number will scroll across the screen from right to left as it is dialed.
5. **Saving a number in Speed Dial memory**
From the idle mode, enter the phone number (up to 16 digits), and then press ‘**MEM.**’. The display will show ‘LOCATION ? X’. Press ‘**MEM.**’ to confirm; **OR**, press a digit key to select a different memory location. The display shows ‘MEM X STORED’.
 - * *No activity for 20 seconds will return the handset to standby mode.*

24 Redial with Handset OFF

1. Press ‘**REDIAL**’ while in standby mode. The display will show the redial number. If the number is greater than 24 digits, the display will show only the last 24 digits.
2. Use the keypad to add additional digits to the redial number.
3. Press ‘**DELETE**’ to delete last entered digit. If all digits are deleted, it will return to standby.
4. Press ‘**FLASH**’ to clear all entered digits and return to standby.
5. Press ‘**TALK**’. The unit will enter TALK mode automatically. The number will scroll across the screen from right to left as it is dialed.



6. You can also press ‘**TALK**’, then press ‘**REDIAL**’ to dial the contents of Redial.
7. **Saving the contents of REDIAL to Speed Dial memory**
In idle mode, press ‘**REDIAL**’, then press ‘**MEM.**’. The display will show ‘LOCATION ? X’. Press ‘**MEM.**’ to confirm, **OR**, press a digit key to select a different memory location. The display shows ‘MEM X STORED’.
 - * *No activity for 20 seconds will return the phone to standby mode.*

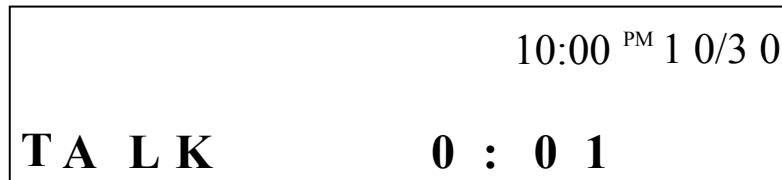
25 Dialing Digits

Digits which can be dialed are : **0,1,2,3,4,5,6,7,8,9,*,#,PAUSE.**

- ‘#’ will be displayed as ‘#’ in line2, ‘#’ in line3
- ‘*’ will be displayed as ‘*’ in line2, ‘*’ in line3
- PAUSE will be displayed as ‘P’. When PAUSE is encountered during dialing, a pause of **4 seconds** will be generated. When programming Speed Dial numbers, press **REDIAL** to generate a pause in the dialing string.

26 Call Timer

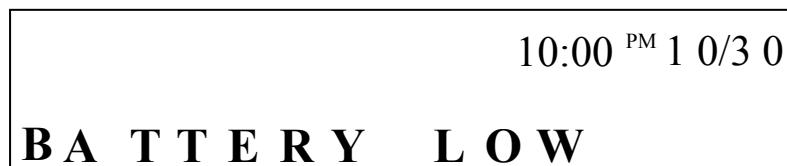
1. The call timer comes up automatically when you are in TALK mode, on the 3rd line of the display. After 10 seconds, the call timer will appear as dialing activities are completed.



2. The call timer counts up to 999 minutes and 59 seconds. After that, the timer will show '0:00'
3. When handset goes idle (on hook), the call timer will remain on the display for 5 seconds.

27 Battery/Voltage Low Detection

1. Battery detection is engaged at all times, except while the Handset is charging.
2. If a low battery condition is detected, then the Handset will enter into 'Battery Low' condition, and will beep at 10-second intervals. Your Handset will change to 'Halt' mode immediately and continue to beep. If the Handset is in TALK mode, it will change to 'Halt' mode immediately and continue to beep after the call ends. The display will show 'BATTERY LOW'.



3. Once the battery is recharged, the Handset will return to normal operation.

28 Mute

1. Press 'MUTE' to mute your microphone while in TALK (off hook) mode. You can hear your party, but they can't hear you. Press 'MUTE' again to return to normal, two-way conversation.

29 Changing Volume

1. You can adjust the volume level (3 levels) in TALK mode. Press 'DELETE' (VOL +) to increase the listening volume or 'CALLS' (VOL -) to decrease the listening volume while you are on a call.

30 Transferring a Call from One Handset to the Other

1. In talk mode, **press and hold** **FLASH** until **TRANSFER** is displayed.



2. Press the number of the destination handset (**1 – 4**).
3. Press **FLASH** to confirm. After confirmation, the sending handset will return to standby, and the destination handset will ring.
4. Answer the call by pressing any key on the destination handset.
5. If there is no answer from the destination handset within 20 seconds, the sending handset will ring. If it does not answer within 20 seconds, the call will be dropped and the phone will return to standby mode.

Part II Digital Answering System Operation

1 Setup

1. In the idle (standby) mode, press **MENU** to program each of the following options:

Turn Answering System On / Off
Set the Day and Time
Record your outgoing Announcement
Set your Remote Access code
Set ‘Announce Only’ On / Off
Turn audible Message Alert On / Off
Set Base ringer On / Off
Set number of Rings to answer

Press **MENU** repeatedly, until you reach the desired option.

2. Once the desired option is reached and the current setting is announced, press |◀ or ▶| to change the setting.
3. Press **MENU** to confirm your setting.

At any time, press ■ to exit setup mode.

Turn Answering System ON / OFF (preset to ON)

When you first power up the Base Unit, the Answering System is automatically in the **ON** mode. Follow the steps above to manually turn the system Off and On.

Clock Setting

Follow the steps above to program the current **Day of the week**, then the **Hour**, and then the **Minute**:

First, program the **Day**. As you program, the display shows ‘d’ and a number, 1 to 7, representing the day of the week; 1 represents Sunday; 2 represents Monday, and so on. Press **MENU** when done.

Next, program the **Hour**. Be careful that you program a ‘pm’ hour if the current time is in the afternoon or evening, or an ‘am’ hour if the current time is after midnight or in the morning. Press **MENU** when done.

Next, program the **Minute**. You’ll be programming the ‘tens’ column first. Your choices are **0** through **5**, as the minutes range from 00 to 59. Press **MENU**. Now, you are programming the ‘ones’ column, where your choices are **0** through **9**. Press **MENU** to confirm.

Record Your Outgoing Announcement

You can record **2** different outgoing announcements; one inviting your caller to leave a message (Announce Only **OFF**); one asking your caller to call back later (Announce Only **ON**).

Outgoing Announcement **A1** is played when Announce Only mode is **OFF**. Callers can leave a message in this mode. Your Answering System is preset with Announce Only set to OFF.

Outgoing Announcement **A2** is played when Announce Only mode is **ON**. Callers **cannot** leave a message in this mode.

If you do not record your own announcements, your answering system will play a pre-programmed message to your callers:

A1: “Please leave your message after the beep.”
A2: “I am sorry I am not available. Please call back later.”

See Set ‘Announcement Only’, later on in this section.

How to Record Your Announcement

If you have assigned different mailboxes to different people, be sure to tell callers in your announcement to press ***1** ('Star 1'), ***2** ('Star 2') or ***3** ('Star 3'). Otherwise, messages will be stored in Mailbox **1**. For example:

"Hello. To leave a message for Bruce, press ***1**; for Deborah, press ***2**; and for Don, press ***3**. Otherwise, leave your message after the beep. Thank you."

Leave a few seconds blank at the end of your recorded announcement to allow the caller to select a mailbox.

Recording Announcement A1 (Announce Only set to OFF)

1. Press **MENU** until you hear 'Announcement One'.
2. Press **REC/MEMO**. You will hear 'Now Recording', followed by a beep. Speak toward the Base Unit. You have up to **60** seconds for your announcement. Your announcement must be at least 3 seconds in length.
3. Press **■** when finished. Your recording will be played automatically. If you're not satisfied, record your announcement again.

Recording Announcement A2 (Announce Only set to ON)

Follow the same steps as recording Announcement A1. However, this time you will hear 'Announcement Two', since you have set Announce Only to **ON**.

Set your Remote Access Code

Your Remote Access code allows you to retrieve messages, and record memos and announcements when you're away from your Answering System. You do this by calling the line to which your Answering System is connected, using any touch-tone phone. When you hear your outgoing announcement, enter your 4-digit Remote Access code. Your access code can be any 4-digit number, from **0000** to **9999**.

Follow the programming steps in the **Setup** section above. You'll be programming one digit at a time. Don't forget to press **MENU** after selecting each digit.

Once you've accessed your Answering System remotely, from a touch tone phone, you can perform the following functions:

IF YOU WANT TO	PRESS
Play messages in a mailbox	1, 2, or 3
Repeat / Play Previous Message	4 / Press 4 Twice
Stop playback or recording	5
Play Next Message	6
Delete current message	7
Record a Memo	8, then choose Mailbox 1, 2, or 3
Record Announcement	9, then 5 to Stop
Turn System On /Off	0
Play Help Menu	*

Set 'Announce Only' On / Off (preset to OFF)

If you want callers to leave messages, Announce Only must be set to **OFF**.

If you do **not** want callers to leave messages, set Announce Only to **ON**.

Follow the steps in the beginning of the **Setup** section.

Turn Audible Message Alert On / Off

With Message Alert programmed **ON**, the Base unit will beep approximately every **10** seconds, alerting you to new, unplayed messages and memos. Follow the steps in the beginning of the **Setup** section to program this feature.

Turn Base Ringer On / Off (preset to ON)

Your Base Ringer is independent of the Handset ringer. To program this feature, follow the steps in the beginning of the **Setup** section.

Set Number of Rings to Answer

Your Answering System can answer after **4** rings, **6** rings; or you can choose the **Toll Saver** option. The Toll saver option instructs the Answering System to answer after **2** rings only if there are **new**, unplayed messages; otherwise, it will answer after **4** rings. The benefit to you is if you are making a long distance call to retrieve messages, if the Answering System does not answer after 2 rings, you can hang up. There are no new messages, and you will save the expense of a long distance call.

To set the number of rings to answer, follow the steps in the beginning of the **Setup** section.

This completes the Answering System setup.

2 Recording a Memo

You can record a memo, either at the Base Unit or from a remote location. To record a Memo at the Base:

1. Press **REC/MEMO**. You will be prompted to select a **Mailbox**.
2. Select the desired **MAILBOX**. You will hear '**Now Recording**', followed by a beep.
3. Speak towards the Base Unit. Press **■** when finished. Your memo is stored like a message from an outside caller.

To record a memo from a remote location, follow instructions in the **Remote Operation** section.

3 Listening to Your Messages

When you have new messages, the message counter will flash, showing the number of unplayed messages.

When you have new messages, the appropriate **MAILBOX(es)** will flash. If a Mailbox contains old messages, the red indicator will glow steadily.

Recorded messages and memos are retained until you delete them.

Your Answering System has approximately 15 minutes of storage capacity (or 50 messages/memos). If its capacity is full, the system will answer after **10** rings, and the caller will hear '**Memory is Full**'.

Message Playback

Press the desired **MAILBOX** key. The prompt will tell you how many new and old messages are stored in that Mailbox. If there are one or more new messages, only the **new** messages will be played. After new message playback is completed, you can press the **MAILBOX** key again to hear all **old messages**.

The order is playback is newest messages first, oldest last.

After each message is played, the day and time it was recorded is announced.

Press **■** at any time to end playback.

Press **|◀** to replay the current message from the beginning. Press **|◀ twice** to play the previously recorded message.

Press **|▶|** to skip to the message received after the currently playing message. If the current message begins playback again, it is your **newest** message.

After the **oldest** message is played, '**End of Messages**' is heard. If there is less than **4** minutes of recording time remaining, the voice prompt will announce the remaining time.

To listen to your messages from a remote location, follow the instructions in **Remote Operation**.

4 Deleting Messages

To delete the message or memo currently playing, press **DEL**.

To delete all old messages stored in a Mailbox:

1. In the idle mode, press and hold **DEL**. You will be prompted to '**Please Select a Mailbox**'.
2. Press the desired **MAILBOX** key. All old messages will be deleted.

NOTE: New, unplayed messages cannot be deleted until you play them.

5 Remote Operation

From a touch-tone phone, connected to a different line, call the line your Answering System is connected to. While your announcement is playing, enter your 4-digit Remote **Access Code**. Now, you can do the following:

IF YOU WANT TO	PRESS
Play messages in a mailbox	1, 2, or 3
Repeat / Play Previous Message	4 / Press 4 Twice
Stop playback or recording	5
Play Next Message	6
Delete current message	7
Record a Memo	8, then choose Mailbox 1, 2, or 3
Record Announcement	9, then 5 to Stop
Turn System On /Off	0
Play Help Menu	*

6 Other Important Things You Should Know

There is a total of **15** minutes of record time. This includes messages, memos, and announcements.

The maximum number of messages that can be stored is **50**.

A message, memo, or announcement can be a maximum of **60** seconds.

If a call comes in while you are listening to messages, playback automatically stops.

Smile often and share your toys with others.

7 What the Message Window is saying

If the Window Says:	It means:
00	No new messages
1-50, flashing	Total number of new messages
1-50 and F, alternating	Memory is full
0 – 59, counting	Duration of recording
1- 50	Current message number during playback
1 – 8	Volume level
00 – 99	Remote access code
ON / OF	(during programming) ON / OFF
CL flashing	Clock needs setting
--	Answering system is busy
88, flashing	System is initializing
A	Announce Only is ON
A1 / A2	Announcement 1 or 2
An	(during programming) Answer On / Off
Nr	(during programming) Select Number of Rings
4/6/tS	(during programming) Number of Rings to Answer
Ac	(during programming) Enter Remote Access code
Ao	(during programming) Select Announce Only mode
AL	during programming Select Message Alert mode
br	during programming Select Base Ringer mode
d1 – d7	during programming) Setting the day of the week

Part III Consumer Information

This equipment complies with Part 68 of the FCC rules and the requirements adopted by the ACTA. On the back of this equipment is a label that contains, among other information, a product identifier in the format US: DDKW900BOL5815. If requested, this number must be provided to the telephone company.

An applicable certification jacks Universal Service Order Codes (USOC) for the equipment is provided (i.e., RJ11C) in the packaging with each piece of approved terminal equipment.

A plug and jack used to connect this equipment to the premises wiring and telephone network must comply with the applicable FCC part 68 rules and requirements adopted by the ACTA. A compliant telephone cord and modular plug is provided with this product. It is designed to be connected to a compatible modular jack that is also compliant. See installation instructions for details in section (2).

The REN is used to determine the number of devices that may be connected to a telephone line. Excessive RENs on a telephone line may result in the devices not ringing in response to an incoming call. In most but not all areas, the sum of RENs should not exceed five (5.0). To be certain of the number of devices that may be connected to a line, as determined by the total RENs, contact the local telephone company. The REN for this product is part of the product identifier that has the format US: DDKW900BOL5815. The digits represented by 00 are the REN without a decimal point (e.g., 03 is a REN of 0.3). The REN is separately shown on the label too.

If this equipment OL5815 causes harm to the telephone network, the telephone company will notify you in advance that temporary discontinuance of service may be required. But if advance notice isn't practical, the telephone company will notify the customer as soon as possible. Also, you will be advised of your right to file a complaint with the FCC if you believe it is necessary.

The telephone company may make changes in its facilities, equipment, operations or procedures that could affect the operation of the equipment. If this happens the telephone company will provide advance notice in order for you to make necessary modifications to maintain uninterrupted service.

Please follow instructions for repairing if any (e.g. battery replacement section); otherwise do not alternate or repair any parts of device except specified.

Connection to party line service is subject to state tariffs. Contact the state public utility commission, public service commission or corporation commission for information.

This equipment is hearing aid compatible.

This product meets the applicable Industry Canada technical specifications.

NOTICE:

- 1) If your home has specially wired alarm equipment connected to the telephone line, ensure the installation of this OL5815 does not disable your alarm equipment. If you have questions about what will disable alarm equipment, consult your telephone company or a qualified installer.
- 2) According to telephone company reports, AC electrical surges, typically resulting from lightning strikes, are very destructive to telephone equipment connected to AC power sources. To minimize damage from these types of surges, a surge arrestor is recommended.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

CAUTION: The Ringer Equivalence Number is an indication of the maximum number of terminals allowed to be connected to a telephone interface. The termination on an interface may consist of any combination of devices subject only to the requirement that the sum of the Ringer Equivalence Numbers of all the devices does not exceed five.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. For body-worn operation, this phone has been tested and meets the FCC RF exposure guidelines when used with the belt clip supplied or designated for this product. Use of other accessories may not ensure compliance with FCC RF exposure guidelines. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is needed.
- Consult the dealer or an experienced radio TV technician for help.

Should you experience trouble with this equipment, please contact US Returns Center, Wave Industries, for assistance. If the equipment is causing harm to the telephone network, the telephone company may request that you disconnect the equipment until the problem is resolved.

STOP!!! If you are having trouble with your product or have any questions, **DO NOT** return it to your dealer. Call our **Help Desk at 1-866-537-0384** for assistance.

Warranty

This warranty covers any defect in material or workmanship for a period of one year from date of purchase. At our option we will repair or replace your unit.

To enforce warranty, call Wave Customer Service at **866.537.0384** for a return authorization. Upon receipt of authorization pack your unit properly including all cables and accessories included with your original purchase. Include in the packaging a copy of the original sales receipt or other evidence of date of original purchase. Print your name and address, along with a description of the defect and include this in the package. Please include payment for any service or repair not cover by warranty, as determined by Wave Industries. **WAVE INDUSTRIES WILL NOT HONOR ANY RETURNED PRODUCT THAT IS SHIPPED WITHOUT THE PROPER DOCUMENTATION, WHICH INCLUDES A VALID RETURN AUTHORIZATION NUMBER CLEARLY PRINTED ON THE OUTSIDE OF THE PACKAGE.**

Warranty does not cover batteries, damage from misuse or neglect, or acts of nature (lightning, floods, power surges, etc.) It also does not cover units, which have been modified or incorporated into other products, units which have been serviced by a facility not expressly authorized by Wave, or products purchased more than 12 months previous.

This warranty gives you specific rights. You may also have other rights, which vary from state to state.